⚠ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

INSTRUCTION MANUAL

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After defeating the mastermind behind the past year's incidents, the Phantom Thieves spent their days peacefully, with new beginnings on the horizon. One night, after going to sleep as usual, they awaken to find themselves in a familiar velvet room... Wait, this is a velvet dance club!

"There you are, Inmate!"

The twin wardens appear on the dazzling floor, brazenly commanding the team's leader as always.

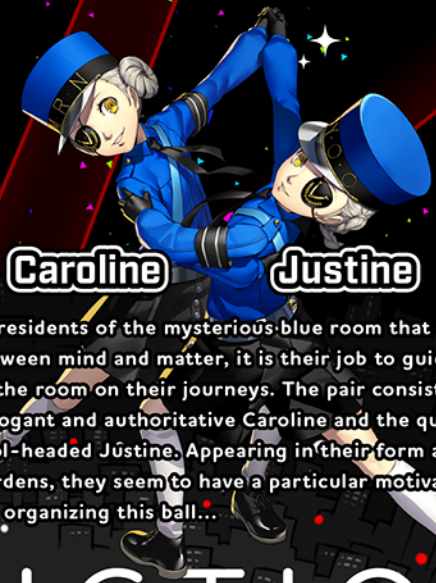
"Steal the hearts of the audience with your dance."

...Dance!?

The twins present them with the clearly unreasonable task of "hyping up this ball" with everything they've got.

And so, a new mission begins... A contest within a dream for our footloose Persona-users.

It's the dancing debut of the Phantom Thieves!



Caroline

Justine

As residents of the mysterious blue room that exists between mind and matter, it is their job to guide guests of the room on their journeys. The pair consists of the arrogant and authoritative Caroline and the quiet and cool-headed Justine. Appearing in their form as twin wardens, they seem to have a particular motivation for organizing this ball...

INTRODUCTION

Protagonist (Ren Amamiya)

The protagonist of the game. Codename "Joker." He transferred to the city to attend Shujin Academy after a certain incident. On his first day of school, he stumbled upon a Palace and awakened to his abilities as a Persona-user. With this newfound power, he decided to form the Phantom Thieves and free those who are oppressed by authority. He is deeply trusted by the members of the team as their leader.

Ryuji Sakamoto

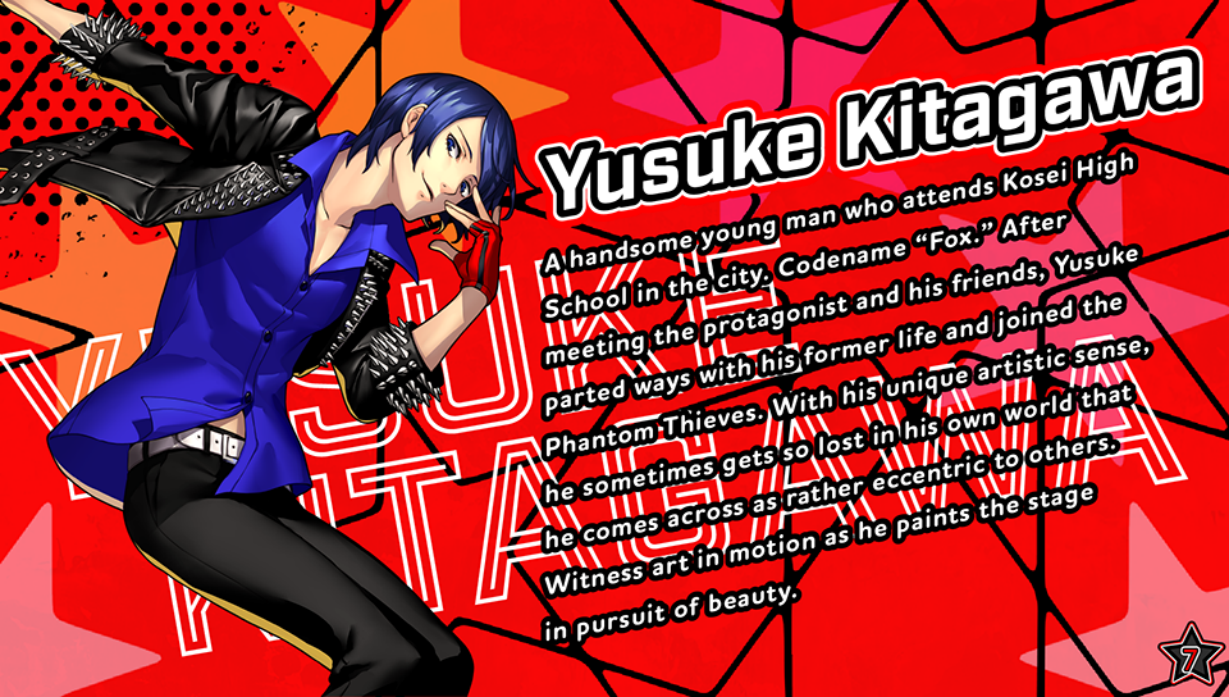
A second-year at Shujin Academy and the protagonist's classmate. Codename "Skull." Though he was a notorious troublemaker at school, a certain incident caused him to awaken to his Persona abilities and join the protagonist in forming the Phantom Thieves. He's a hot-blooded athletic type and former member of the track club. Definitely a recipe for a rockin' dance.

Morgana

A mysterious being who was found in the Metaverse. Codename "Mona." He's an irreplaceable member of the Phantom Thieves, providing guidance to the protagonist and his friends in their mission. He boasts that dancing is only natural for him as a gentleman... Look forward to his cunning moves.

Ann Takamaki

A classmate of the protagonist who used to live abroad. Codename "Panther." With her stunning good looks, she often does work in the modeling industry. She's straightforward, honest, and loves sweets and fashion. Her catwalk-worthy silhouette makes for a striking dance!


Yusuke Kitagawa
A handsome young man who attends Kosei High School in the city. Codename "Fox." After meeting the protagonist and his friends, Yusuke parted ways with his former life and joined the Phantom Thieves. With his unique artistic sense, he sometimes gets so lost in his own world that he comes across as rather eccentric to others. Witness art in motion as he paints the stage in pursuit of beauty.
7

Makoto Niijima

The calm and collected brainiac of the Phantom Thieves. Codename "Queen." A third-year at Shujin Academy, she is the student council president with excellent grades and a clean record of conduct. She appears to be a typical model student... until you learn she's also a martial arts master! Watch out for her dance moves inspired by aikido!

Haru Okumura
A third-year at Shujin Academy and the protagonist's senpai. Codename "Noir." A certain incident led Haru—the daughter of the CEO of Okumura Foods, a major food supplier—to join the Phantom Thieves. Admire her graceful dance, incorporating her classical training in ballet.
HARU OKUMURA
9

Futaba Sakura

Surrogate daughter of the man who owns the cafe the protagonist calls home. Codename "Oracle." Secretly an elite hacker with incredible intellect, she shut herself in her room after a certain incident. With the help of the protagonist and his friends, she overcame her trauma and joined the Phantom Thieves. Her usual role is navigation and support, but is this her chance to storm the front lines?

Basic Controls

Common Controls

Directional Buttons ▶ Move cursor/select heading

○ Button ▶ Cancel (Back)

✕ Button ▶ Confirm

Dance Controls (P.18)

Directional Buttons	Hit the Notes
◎ Button	
⊗ Button	
△ Button	
Left Stick	Scratch
Right Stick	
L Button	Scratch Only when setup in Config
R Button	
Touchscreen	Tap to hit the notes, swipe to perform Scratches
START Button	Display pause menu

Social Events (P.24)

Directional Buttons	Choose a selection
◎ Button	Advance text
⊗ Button	Advance text / Confirm chosen selection
△ Button	Fast forward through text*
□ Button	Hide text window
START Button	Display pause menu
SELECT Button	Display backlog*

*Can also be performed from the pause menu.

Room Exploration (P.24)

◎ Button	Crouch/Advance text
⊗ Button	Check/Advance text
Left Stick	Movement
Right Stick	Camera movement
START Button	Display pause menu

Main Menu

To display the main menu, press any button besides the directional buttons on the title screen.

Press the up/down buttons to select a mode to play, and then confirm with the ⊗ button.

DANCING! P.14
In this mode, you can play a stage while customizing the settings to your liking.

TUTORIAL P.23
In this mode, you can practice gameplay and become more familiar with the game's mechanics.

SOCIAL P.24
In this mode, you can watch events featuring the characters.

COLLECTION P.25
In this mode, you can check out the character models or view your high scores.

CONFIG P.26
Adjust the volume and other settings here.

SYSTEM P.28
Purchase downloadable content or perform Cross-Save here.

DANCING!

In this mode, you can play a stage (P.18) while customizing the settings to your liking.

Before Starting a Dance

1 Select a track and difficulty

Press the up/down buttons to select a track, then press the left/right buttons to select a difficulty, and finally press the ⊗ button to confirm. A new difficulty can be unlocked as you proceed through the game. You can press the L/R buttons to skip through pages, and the □ button will sort the tracks by type (See reference to the right).

Sorting Tracks

You can press the □ button to sort the tracks.

[Default]····· Restore to default
[Difficulty]····· Sort by difficulty
[Name]····· Sort by track name
[Dancer]····· Sort by main dancer

2 Choose a partner and costume

Next, you may select your dance partner, as well as the outfits and accessories that your characters will wear. When finished, highlight "NEXT" and press the ⊗ button to proceed.

MAIN DANCER
PARTNER

Primary Dancer Settings

If you highlight the primary dancer and select costume settings, you will proceed to the costume selection screen. Press the up/down buttons to select a category and the ⊗ button to confirm. The same controls can be used to select an item that you decide to use. The customizable parts of a costume are as follows:

Outfits/Accessories

You can acquire more customization items by viewing Social events (P.24) or by fulfilling specific conditions.

► Shuffle

While on the category selection screen, press the △ button to automatically choose a random item from the items currently available. You can exclude specific items from being randomly selected by highlighting the specific item and pressing the □ button.

► Favorites

After progressing far enough in the game, you will unlock the ability to register costumes to your Favorites. On the costume selection screen, press the SELECT button to save your current costume. This allows you to quickly reload that costume from the Favorites list. Registered costumes can be removed from Favorites by pressing the △ button.

Partner Settings

Here you can set the partner who will cheer you on during your dance and join you during Fever Time segments (P.20). At the start of the game, the only options available are "AUTO" (automatically chosen) and "NONE" (no partner), but as you clear different difficulties of a track or fulfill other conditions, you will be able to select more partners. Just as with the main dancer, you will be able to customize your partner's costume as well.

3 Setting Modifiers and Starting a Dance

Lastly, you will be able to change dance settings and general game settings. When you are finished, highlight "NEXT" and press the ⊗ button, and then choose "LET'S DANCE!!" to begin the dance.

CUSTOM

Here, you can set modifiers that will change the dance gameplay. Press the up/down buttons to select a modifier, and then press the left/right buttons or the ⊗ button to toggle it ON/OFF. Note speed can be changed by selecting it and pressing the left/right buttons to move the slider (Higher speed means the notes move faster). More modifiers will become available as you complete Social events or fulfill specific conditions.

► Support Modifiers

Toggling these ON will provide benefits that make tracks easier to clear, but will also reduce your score.

► Challenge Modifiers

Toggling these ON will make dance gameplay harder, but will also increase your score.

CONFIG

Adjust the volume and other game settings (P.26).

GAME MODE

Besides "None" (the normal dance mode), there is "View Perfect Play," "Choreography Mode," and "Watch Replay."

► None (normal dance mode)

Play the regular dance mode.

► View Perfect Play

Watch a perfect playthrough of the track.

► Choreography Mode

View the choreography of the dance moves for a track.

△ Button ····· Mirror dancer's movements

□ Button ····· View dancer from behind

L Button ····· Zoom in

R Button ····· Zoom out

START Button ····· Display pause menu

SELECT Button ····· Reset the view to default

► Watch Replay

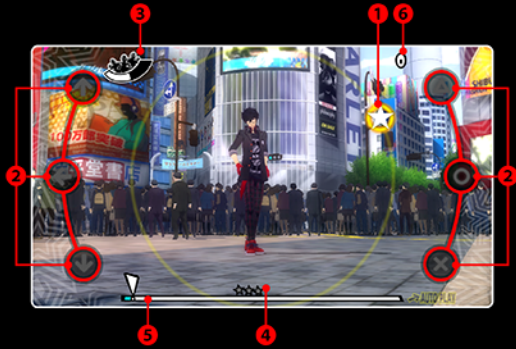
Play back a saved replay.

Pause Menu

You can press the START button during the various game modes to display the pause menu.

[Config]	Adjust the volume and other game settings (P.26).
[Retry]	Restart the dance.
[Dance Settings]	Change dance settings (P.16) *Accessible in every mode except "Choreography Mode."
[UI]	Toggle whether to display the score, gauges, and other UI elements.
[SE]	Toggle whether to play sound effects for notes and scratches. *[UI] and [SE] accessible only in "Perfect Play" mode.
[End Dance]	End the current mode.
[Back]	Close the pause menu.

Dance Screen



❶ Notes

These will flow from the center of the screen outwards. In addition to normal Notes, special Notes will also appear (P.19).

❷ Target Area

The left side corresponds to the up/left/down buttons, and the right side corresponds to the △/○/✕ buttons. When the Note overlaps a target, press the corresponding button to hit the Note. The curved lines on either side will be your target area for hitting Scratch Rings and Fever Rings (P.20) as well.

❸ Hype Gauge

A measure of the audience's excitement level. The color and facial expressions will change depending on your performance and will affect your scoring result when the stage is completed (P.21).

❹ Fever Mark

The number of successfully scratched Fever Rings. Scratch the maximum amount, and you'll lock in Fever Time for activation (P.20). Once Fever Time ends, the count resets to 0.

❺ Time Gauge

Shows how much time has passed on the track. Once you meet the conditions for Fever Time, the Fever Time segment in the track will be displayed here.

❻ Score

Your current score.

Hitting Notes

When a Note moving from the center of the screen overlaps with the target area, press the corresponding button to hit that Note. Depending on your timing, you will be rated "GOOD", "GREAT", or "PERFECT", and the score you earn reflects the level of rating. Continuing to get "GREAT" and "PERFECT" ratings will start a combo, allowing you to increase your score even further. Failing to hit a Note will result in a "MISS," which will decrease the Hype Gauge.

*You can also hit Notes by tapping the touchscreen.

Special Notes

Unison Notes

The pink Unison Notes that stretch left to right are successfully hit by pressing the two connected buttons at the same time.

Hold Notes

Hold Notes that connect two green Notes are successfully hit by holding down the corresponding button. Hold the button when the first Note reaches its target, then let go of the button when the second Note reaches the target.

Double Notes

Some Notes will be connected and have a 'D' on them. These are hit by pressing the same button twice in quick succession.

Scratching

When you hit Scratch Rings and Fever Rings that overlap with the target area, you will boost the Hype Gauge and increase your score. Perform Scratches by flicking the right stick or left stick, or by swiping the touchscreen (you can also press the L/R buttons if you enable the setting in "Config"). Missing these will not affect your score or the Hype Gauge, but Fever Rings only appear a limited number of times in a stage (and fewer will appear on the higher difficulties), so missing these will make it harder to activate Fever Time.

Locking in and Activating Fever Time

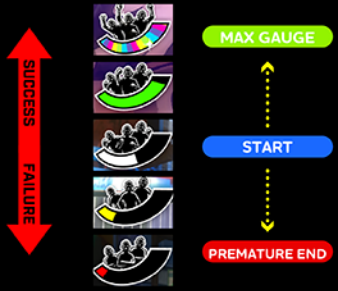
When you successfully Scratch a set number of Fever Rings (obtaining the max number of fever marks), Fever Time is locked in. Once the Time Gauge reaches the area marked "FEVER!!," the dance will enter Fever Time. During Fever Time, the Hype Gauge will increase more easily, and decrease less. Hitting notes with a "GOOD" rating will also not break a combo during this time.

In addition, if you activate Fever Time with over half of the Hype Gauge filled, you will see your set partner join the dance for that Fever Time.

When you lock in Fever Time, "FEVER!!" replaces the fever marks on the Time Gauge.

How the Hype Gauge Changes

The Hype Gauge will boost or reduce, depending on how well you play. If you successfully hit the Notes and do well, the gauge will shift from white to green. However, if you make mistakes, the gauge will shift to yellow and then red. The gauge must be at least in green to clear the stage; if the gauge reaches 0, then the stage will end prematurely.



Pause Menu

Press the START button while dancing to display the pause menu. The following options are available.

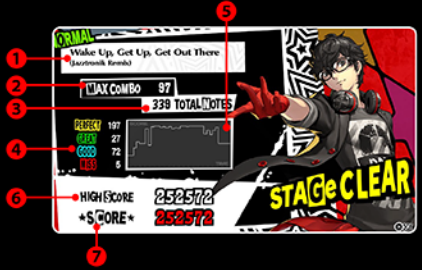
[Config]	Adjust the volume and other game settings (P.26).
[Retry]	Restart the dance.
[Dance Settings]	Change dance settings (P.16) Changing dance settings will require the track to start over from the beginning.
[Back]	Close the pause menu.

The End of the Dance

When the dance ends, the result screen will be displayed. Press the ⊗ button to display the result menu. Press the directional buttons to select and confirm with the ⊗ button.

Result Menu

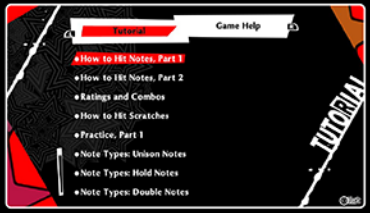
[Next]	Return to stage selection. *Only after clearing the stage
[Retry]	Try the stage again from the beginning.
[Dance Settings]	Change dance settings (P.16) and start over from the beginning.
[Give Up]	End the current stage and return to stage selection. *Only when a stage is NOT CLEAR or when ending prematurely.
[Watch Replay]	Watch the replay of your playthrough.



1. Difficulty/track name
2. Your longest combo
3. Total Notes in the track
4. Rating breakdown
5. Graph of your playthrough
6. Current high score
7. This playthrough's score

TUTORIAL

In this mode, you can practice gameplay and become more familiar with the game's mechanics. Press the L/R buttons to switch between the "Tutorial" and "Game Help" tabs, the up/down buttons to select, and the ⊗ button to confirm a topic.



Tutorial

Get hands-on experience with various game mechanics, such as how to hit Notes.

Game Help

Read explanations of the game's systems. More material will be added as you unlock new features in the game.

SOCIAL

In this mode, you can view event conversations with your friends. Press the up/down buttons to select the character you want, and then the ⊗ button to confirm. This is also how to choose the specific event you wish to view.

Even after proceeding to the event selection menu, you can still change characters by pressing the L/R buttons.

Events must be unlocked by fulfilling the specified conditions before they can be viewed.

Room Exploration

After raising a character's Social Rank high enough, you will be able to explore that character's room after their Social event. Move with the left stick and look around with the right stick. You can examine objects of interest by aligning them with the center of the screen and pressing the ⊗ button. When you wish to leave, you can either examine the door or open the pause menu and choose "Exit room."

Cards

When permitted to explore after a Social event, there will be a card hidden somewhere in the room, as shown to the right. Something good may happen when you find cards like these.

COLLECTION

In this mode, you can check out the character models or view your high scores.

CHARACTER

You can view the character models and their different poses here in various costumes, as well as listen to their voices. Press the up/down buttons to select a character, then press the ⊗ button to confirm. Characters will become viewable after you clear a track with them as the main dancer.

MENU MODE

Up/Down Buttons	Select a character
⊗ Button	Select a costume/play a motion or voice sample
△ Button	Randomize costume
□ Button	Start/stop motion sample
START Button	View mode (ref. right)
SELECT Button	Register to Favorites (P.15)

VIEW MODE

Left Stick	Move character
Right Stick	Rotate character
L/R Button	Zoom in/zoom out
□ Button	Start/stop motion sample
SELECT Button	Restore defaults

SCORE

View the high scores you've achieved on all the tracks you've played at their various difficulties. Press the up/down buttons to select a track and the left/right buttons to select a difficulty. After confirming with the ⊗ button, you'll proceed to the results screen, where you can press the ⊗ button to view the replay of your playthrough. By connecting to the Internet (P.28), you can also upload your personal best to the online rankings.

▶ Online Rankings

While choosing the difficulty, you can choose "Online" to view the online rankings.

CONFIG

Here, you can adjust the volume and other game settings. Press the up/down buttons to select a heading and the left/right buttons to change the setting. Move the cursor to "OK" and press the ⊗ button to apply any changes.

Under "Volume," the "BGM," "SE," and "Voice" settings can be adjusted in increments of 10 by holding the □ button and then pressing the left/right buttons.

General Settings

★Volume

[BGM Volume] Change the volume of the background music.

[SE Volume] Change the volume of sound effects.

[Voice Volume] Change the volume of character voices.

★Message Window

[Voices] Toggle in-game voices for events on and off.

[Auto Advance] Toggle to auto-advance through text during events.

[Japanese Voices] Toggle to enable Japanese voices instead of default English (only available in Config accessed from the main menu).

Dance Settings

★Volume

[BGM Volume] Change the volume of the background music during a stage.

[Note SE] Change the volume of Note sound effects during a stage.

[Voice Volume] Change the volume of voices that play during a stage.

[Dance Voices] Toggle in-game voices for dances on and off.

★Notes

[Note SE] Set the sound effect for Notes.

[Scratch SE] Change the volume of Scratch sound effects during a stage.

[Scratch with L/R Button] Toggle whether pressing the L/R buttons performs a Scratch.

[Visual Note Offset] Set the timing for hitting Notes. The larger the value, the slower the timing, and the smaller the value, the faster the timing to get a "PERFECT" grade.

★Etc.

[BG Brightness] Set the brightness for the background during a stage.

[Costume Memory] Choose whether to have the game remember your characters' costumes and accessories for each track.

[Cheer Voice]* Choose which characters will cheer you on during a stage. Press the left/right buttons to select a character.

**Unlocked by progressing through the game.*

[Network Functions] Toggle network functionality on or off.

SYSTEM

In this menu, you can purchase downloadable content or perform Cross-Save.

DLC

Connect online and access the PlayStation™Store to purchase DLC (downloadable content) for this game.

CROSS-SAVE

Connect online and share save data between the PlayStation®Vita system and PlayStation®4 system versions of the game.

▶Save ····· Upload your current save data to the server.

▶Load ····· Play the game using save data downloaded from the server.

In order to use the online services, the following things are required. Please consult your PlayStation®Vita User's Guide for more information.

-A Sony Entertainment Network account

-A broadband Internet connection

-A router that can connect to the Internet

**In order to use an Internet connection, service via an Internet service provider is required.*

Please refer to the PlayStation®Vita User's Guide (http://manuals.playstation.net/document/en/psvita) for more details on PlayStation™Network or how to use the PlayStation™Store.

ATLUS

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